

**AMENDMENTS TO THE ABSTRACT:**

Please replace the paragraph (Abstract) beginning at page 24, line 1 with the following rewritten version:

Abstract

~~A video game player can easily grasp various events occurring during a video game from the play-by-play or commentary, when such occur during the game, and experience a sense of realism from the play-by-play or commentary during the game.~~ A video game program includes a terminology storing function ~~101~~, a first running commentary function ~~102~~, a running commentary interrupting function ~~103~~, a second running commentary function ~~104~~, a running commentary returning function ~~105~~, and a running commentary continuing function ~~106~~. In the video game implemented with this program, if specific events occur while the video game is in progress and the play-by-play or commentary is interrupted, the system returns from the play-by-play or commentary related to the specific events to the interrupted play-by-play or commentary, after the play-by-play or commentary has been provided for the specific events, and the interrupted play-by-play or commentary is continued.